Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 10/688,679 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE [SMALL ENTITY OR **TOTAL CLAIMS** 12 RATE FEE RATE FEE **FOR** NUMBER FILED NUMBER EXTRA **BASIC FEE** OR BASIC FEE 385.00 770.00 TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 =X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL TOTAL OR 771 **CLAIMS AS AMENDED - PART II** OTHER THAN (Column 1) SMALL ENTITY (Column 2) (Column 3) OR SMALL ENTITY CLAIMS HIGHEST ADDI-REMAINING ADDI-NUMBER PRESENT **AMENDMENT AFTER** RATE TIONAL **PREVIOUSLY** RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43 =X86= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +145= +290= OR 1,8,11 TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST REMAINING ADDI-NUMBER PRESENT ADDI-ENT **AFTER PREVIOUSLY** RATE TIONAL RATE **EXTRA** TIONAL AMENDMENT PAID FOR FEE FEE AMENDM Total Minus X\$ 9= X\$18= OR Independent Minus *** X43= X86= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +145= +290= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST REMAINING ADDI-NUMBER ADDI-PRESENT **AMENDMENT** AFTER **PREVIOUSLY** RATE TIONAL **EXTRA** RATE TIONAL AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +145= +290= OR * If the entry in column 1 is I ss than the entry in column 2, write "0" in column 3. ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." TOTAL TOTAL OR ***If the "Highest Number Pr viously Paid F r" IN THIS SPACE is less than 3, enter "3." ADDIT. FEE ADDIT, FEE The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriat box in column 1.